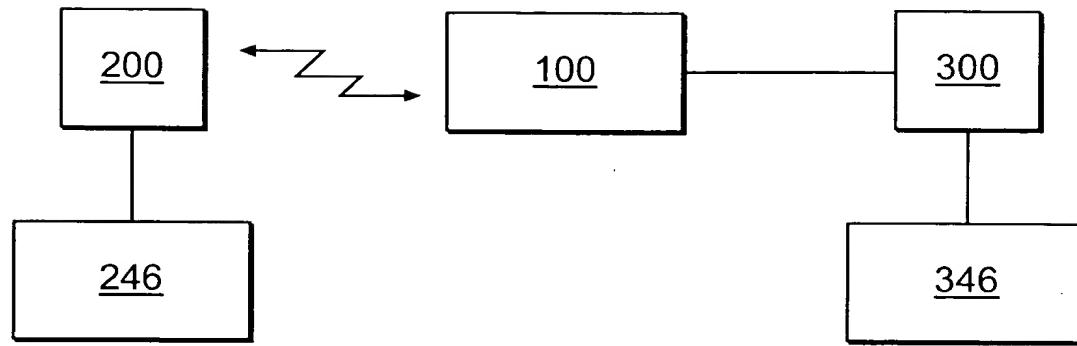
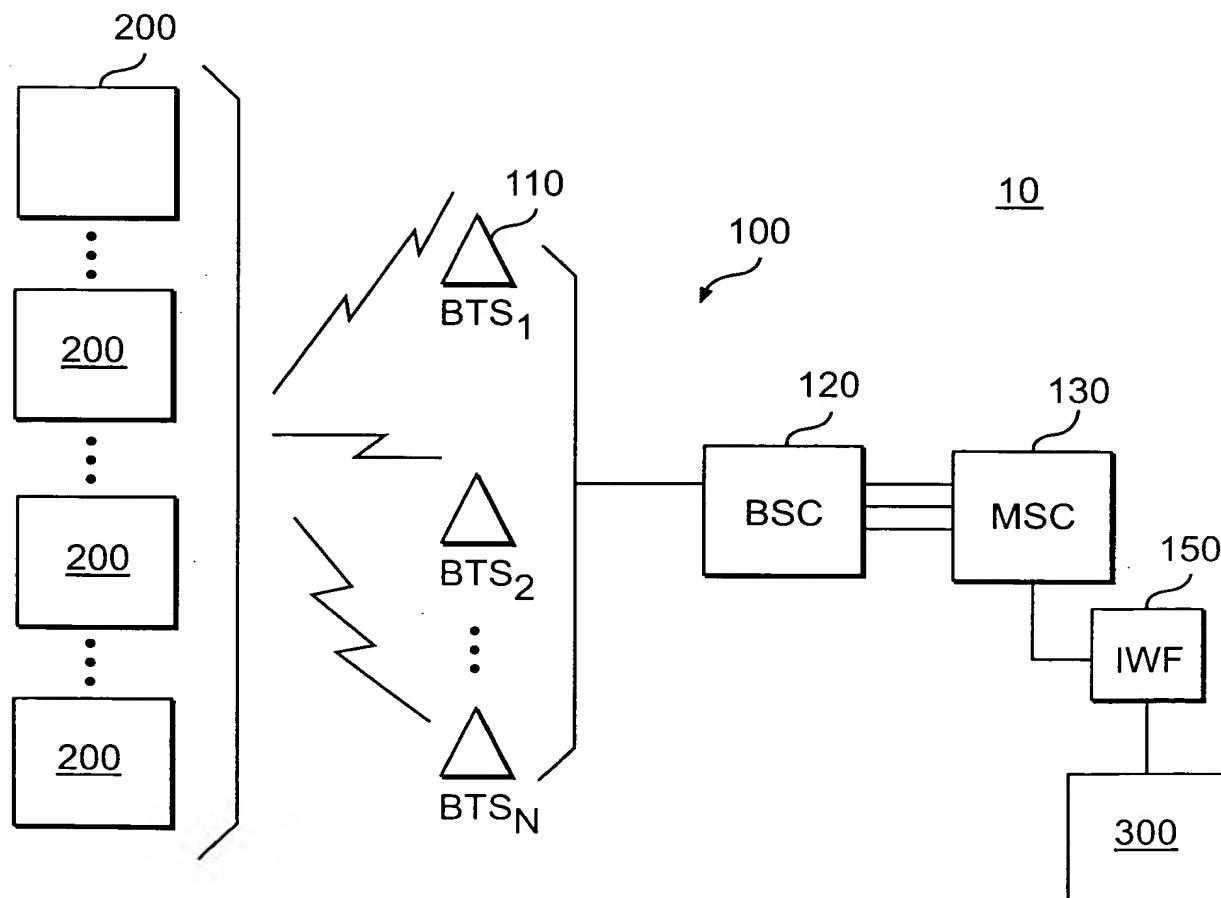




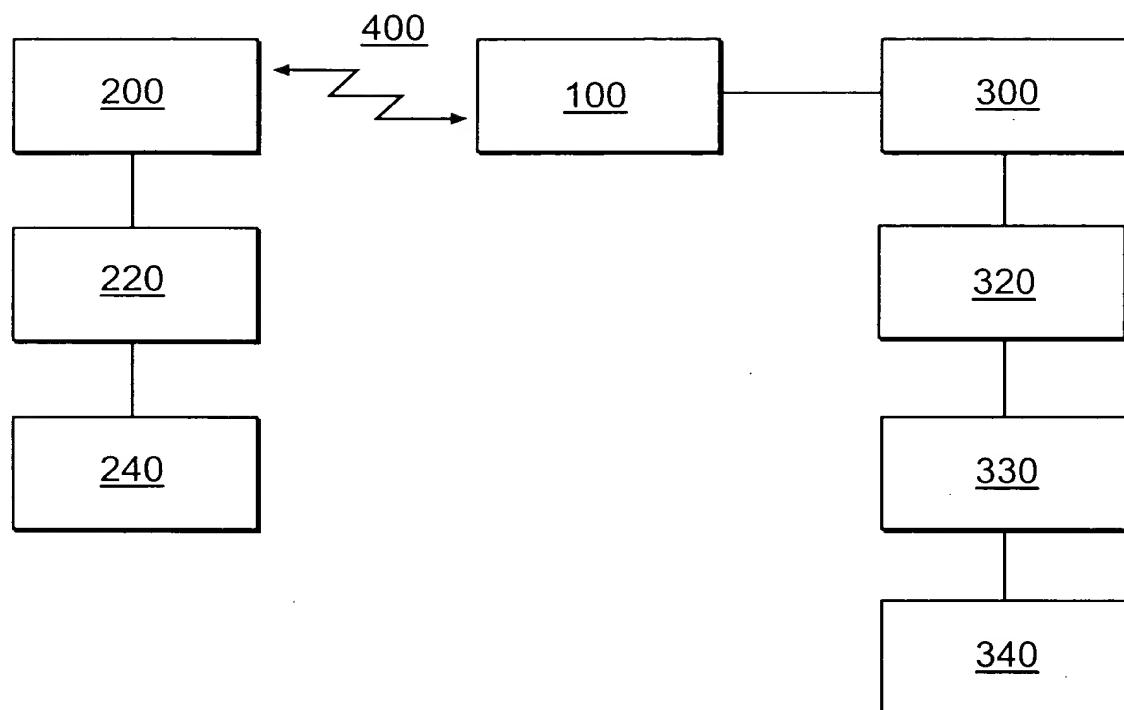
10



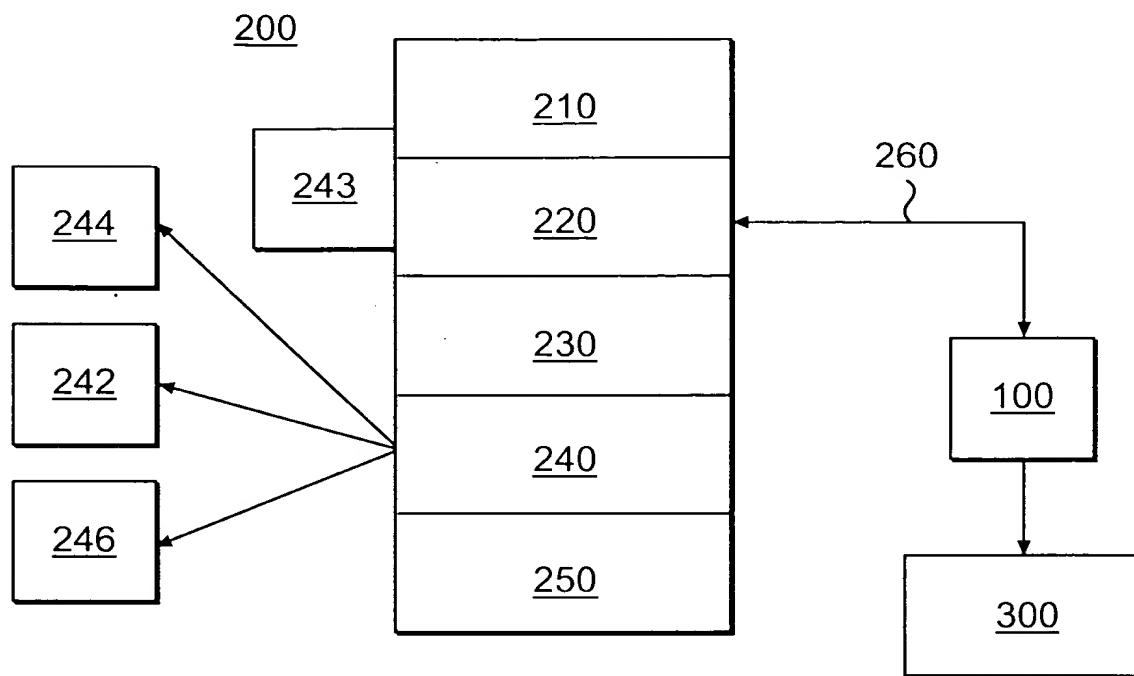
**FIG. 1a**



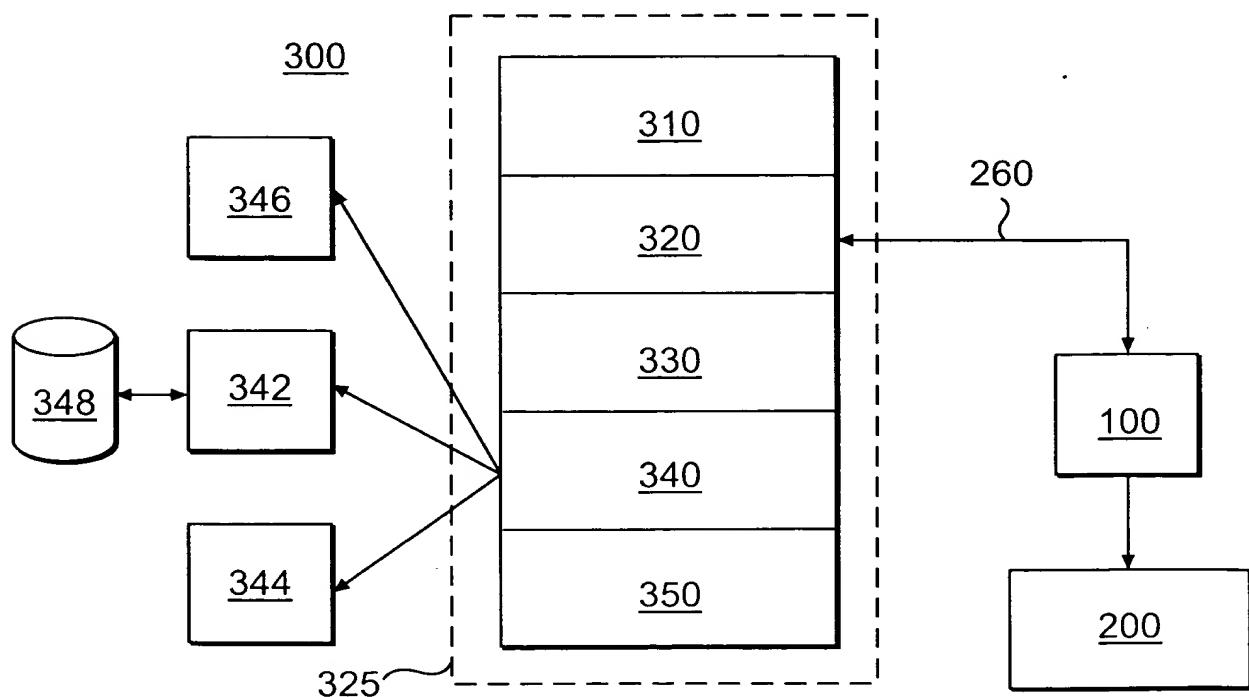
**FIG. 1b**



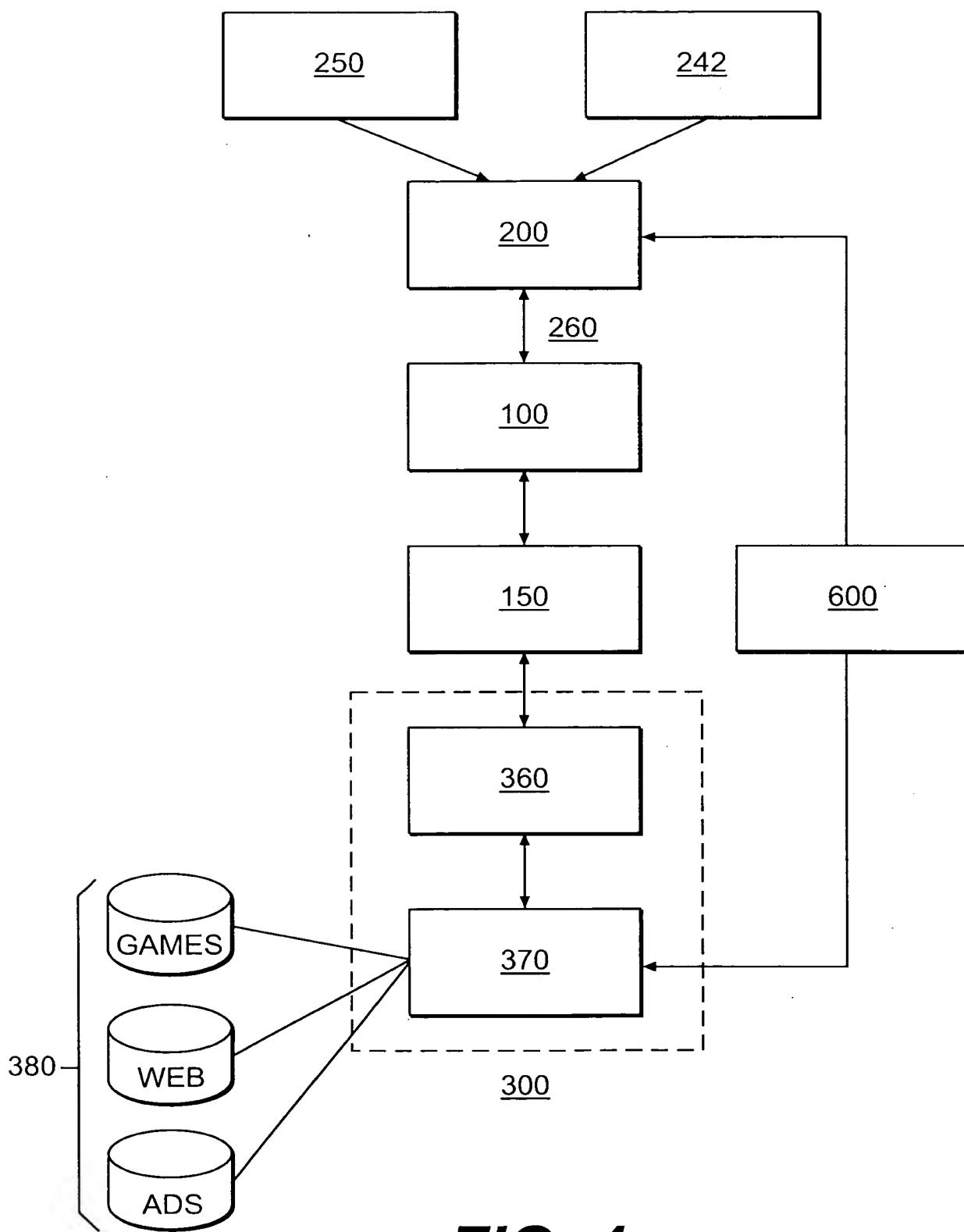
**FIG. 2**



**FIG. 3a**



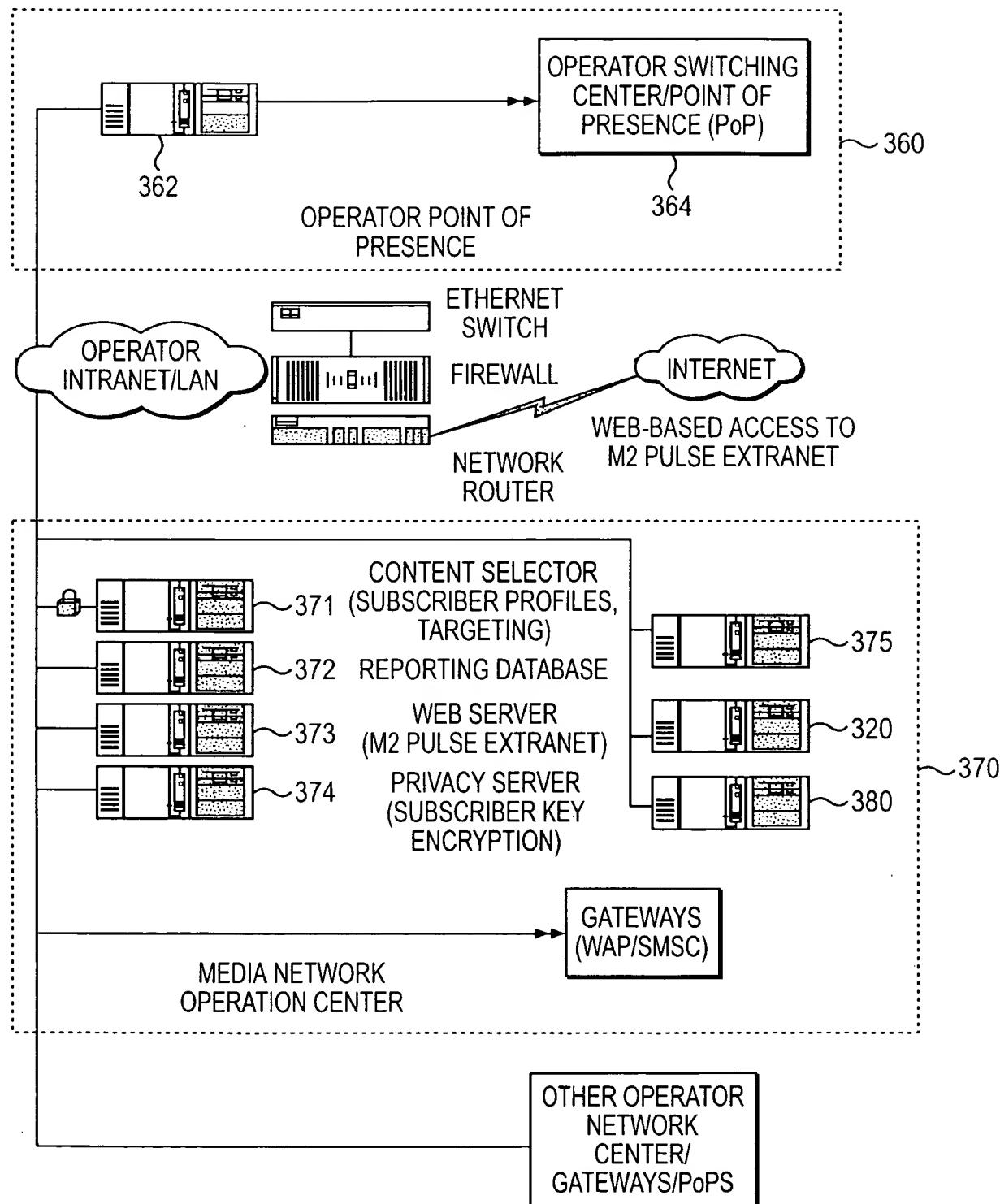
**FIG. 3b**



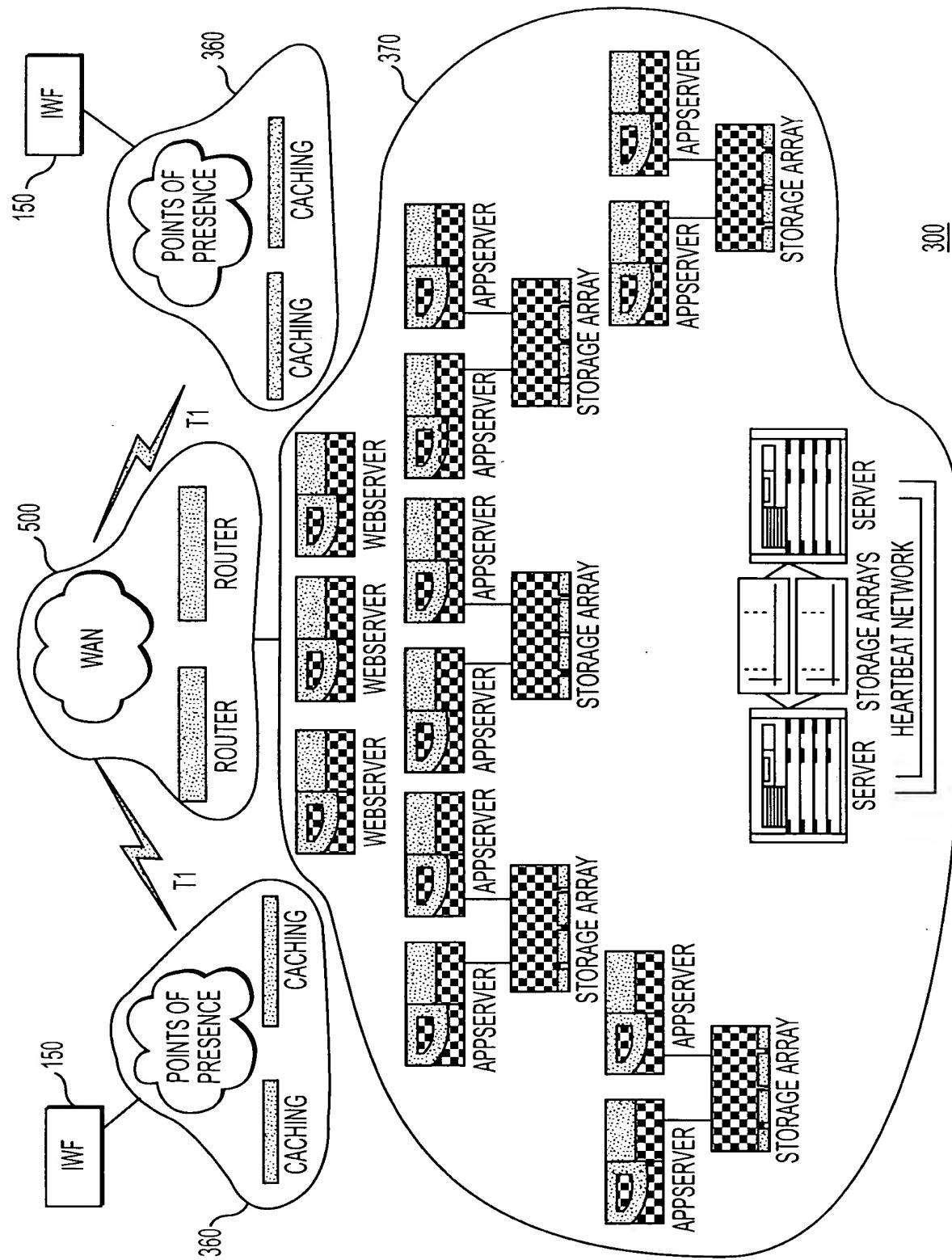
**FIG. 4**



300



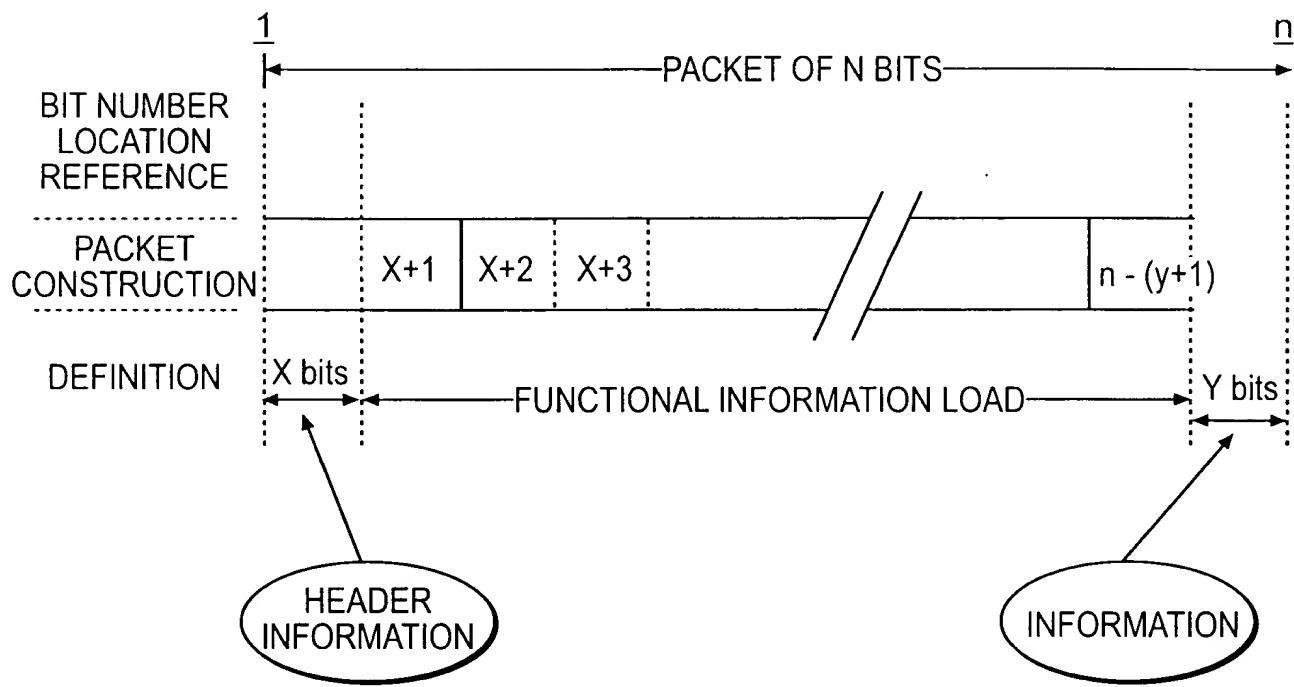
**FIG. 5**



**FIG. 6**



### GAME STATE PACKET STRUCTURE

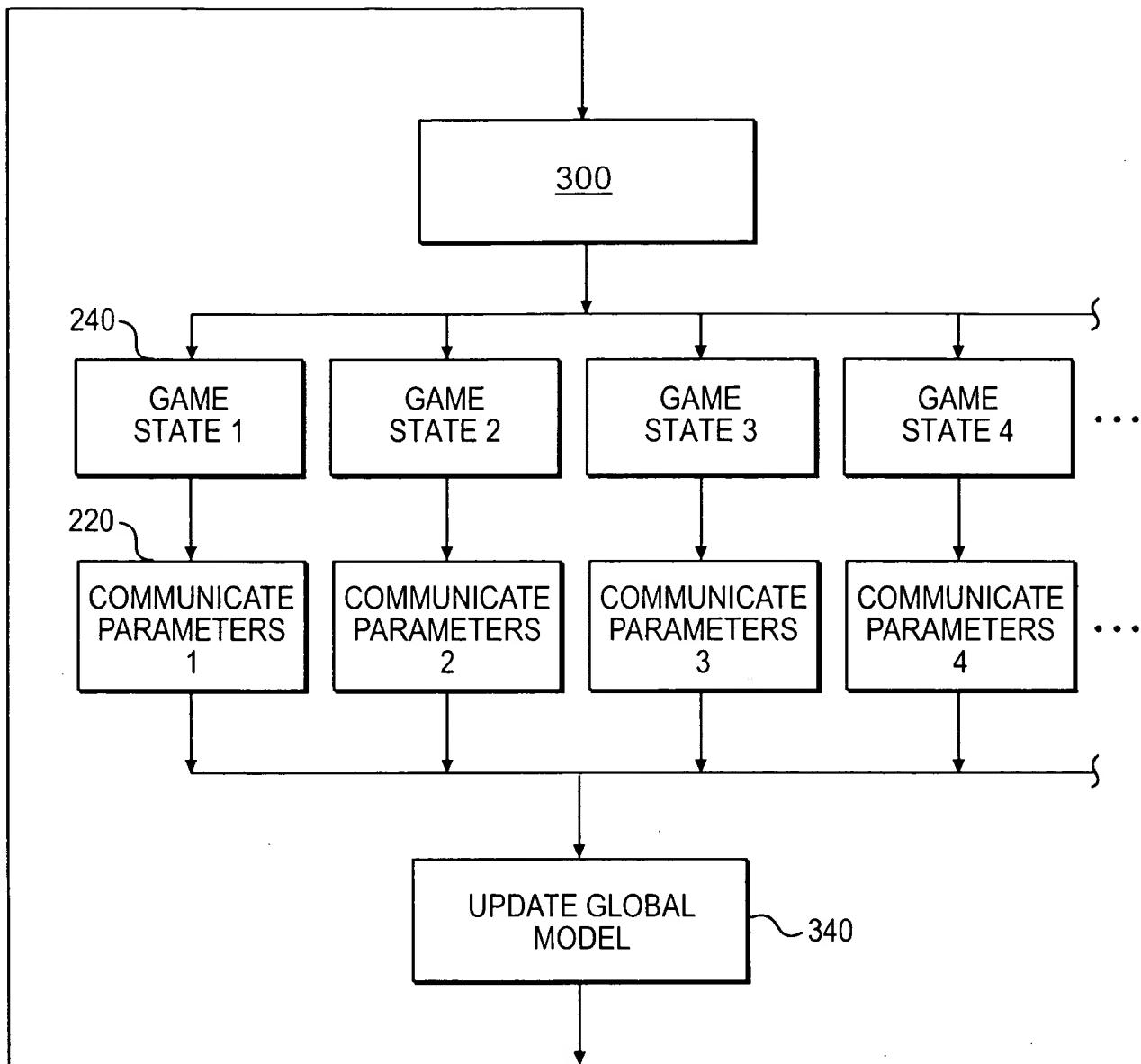


**FIG. 7**

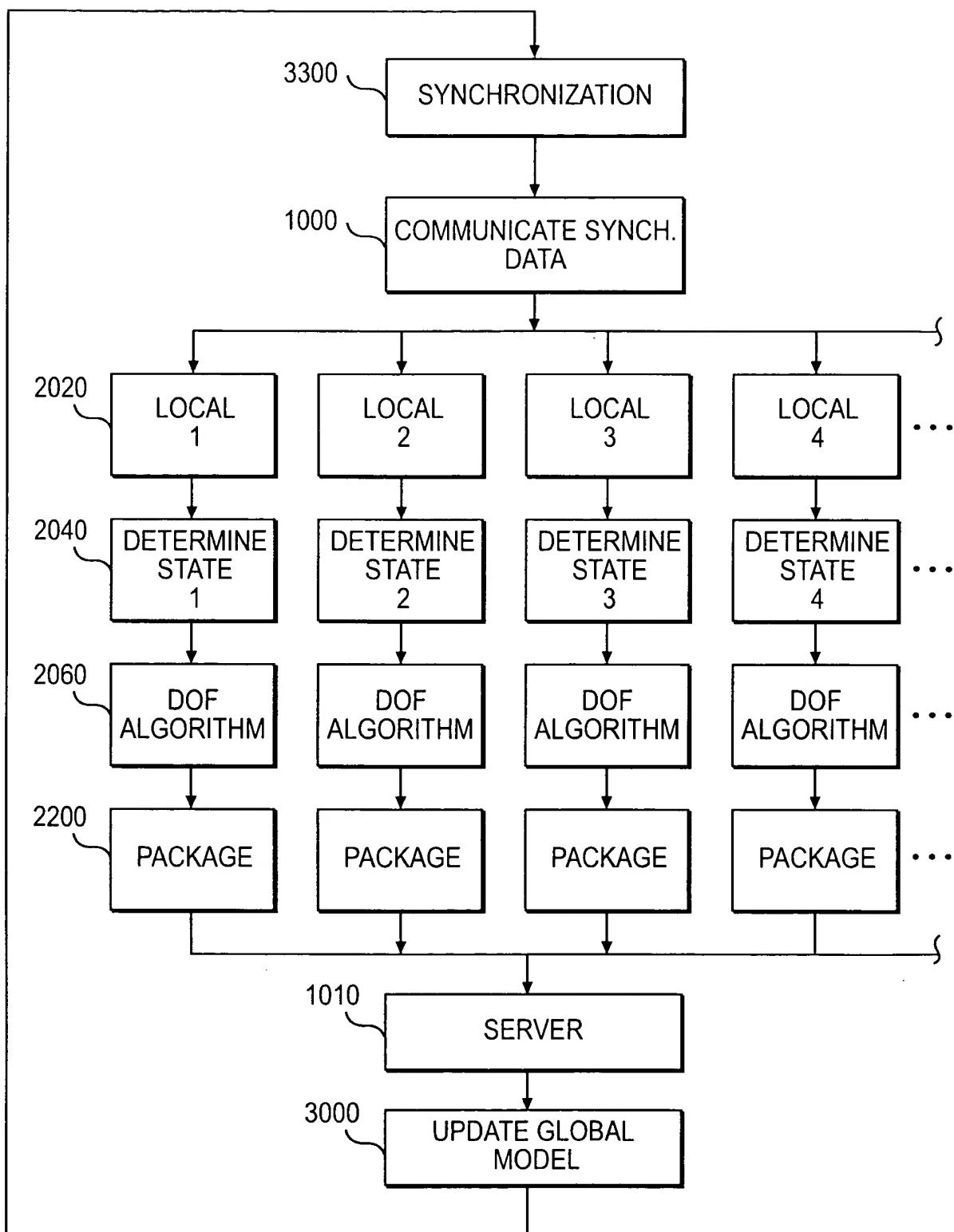


<u>BIT NUMBER</u> <u>LOCATION</u>	<u>DoF VARIABLE LIBRARY</u>	<u>MAPPED GAME</u> <u>OBJECT LIBRARY</u>
X + 1		
X + 2	<u>DoF CLASS A</u>	A = OBJECT + A DoF 1
X + 3		
..		
..		
..	<u>DoF CLASS B</u>	
..		
..		
..		
..	<u>DoF CLASS C</u>	
..		
..		
..	<u>DoF CLASS D</u>	
..		
..		
..		
..		
..		
..		
N - (Y + 1)	<u>DoF CLASS Z</u>	Z = OBJECT N DoF N

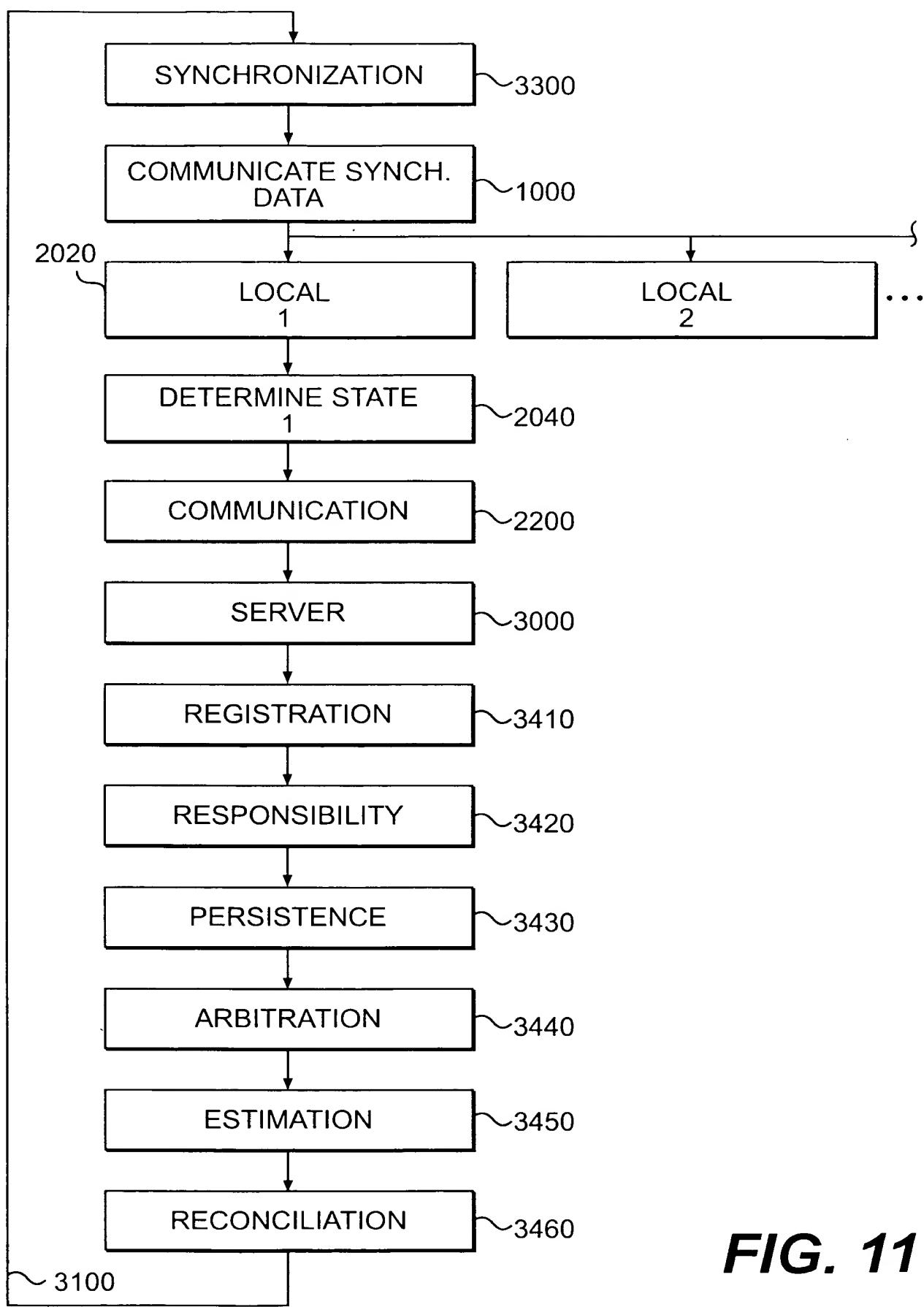
**FIG. 8**



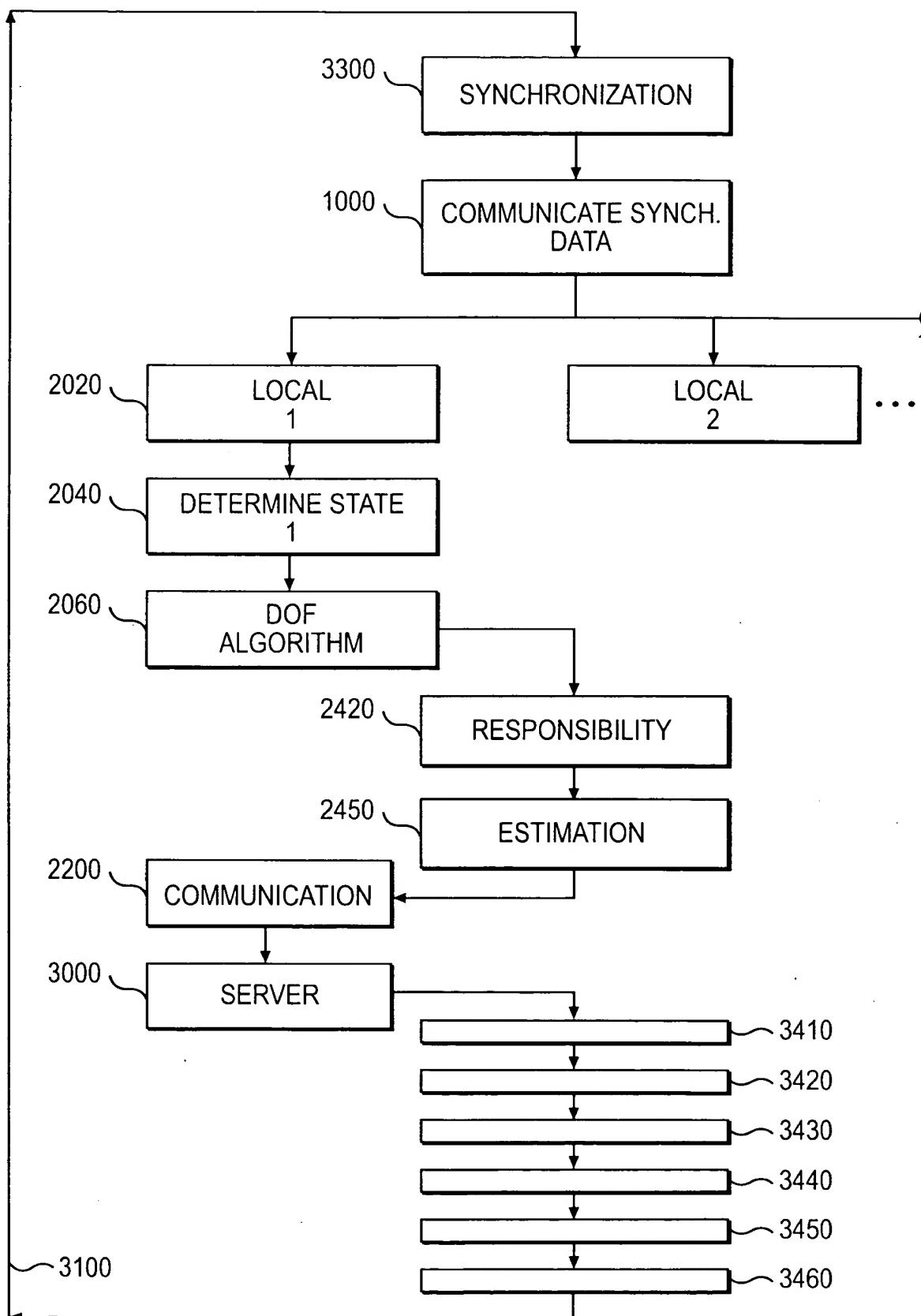
**FIG. 9**



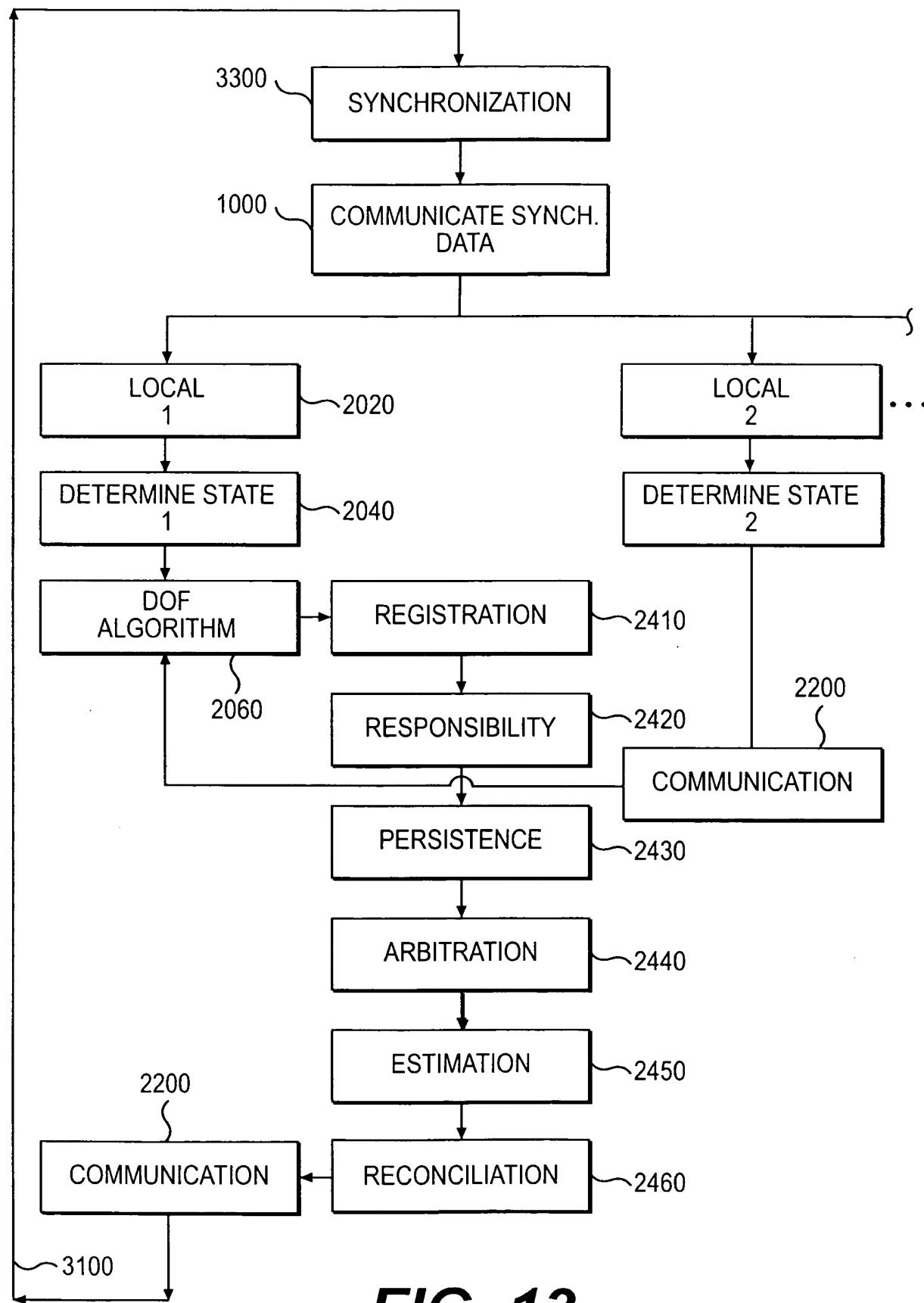
**FIG. 10**



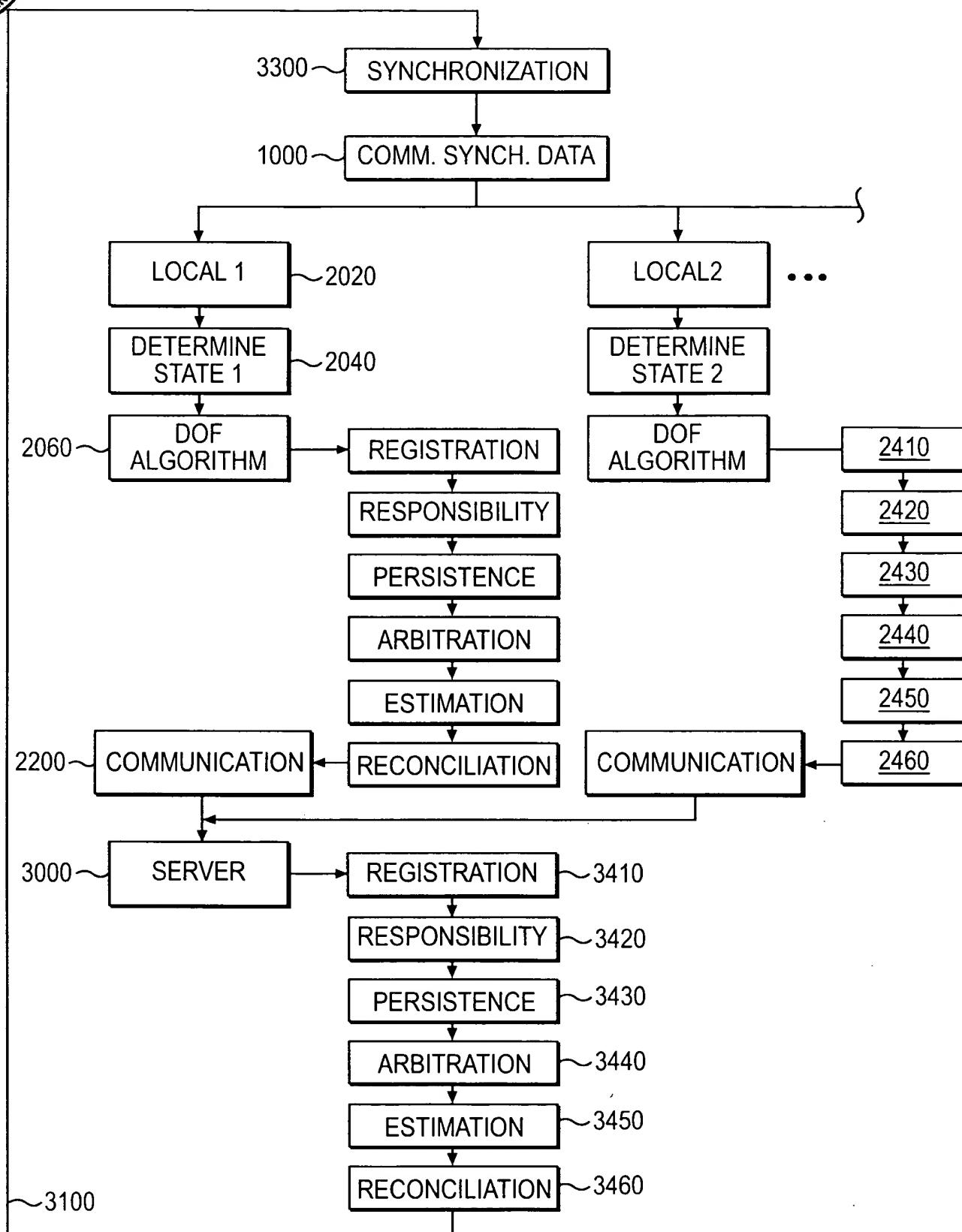
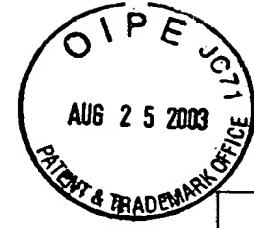
**FIG. 11**



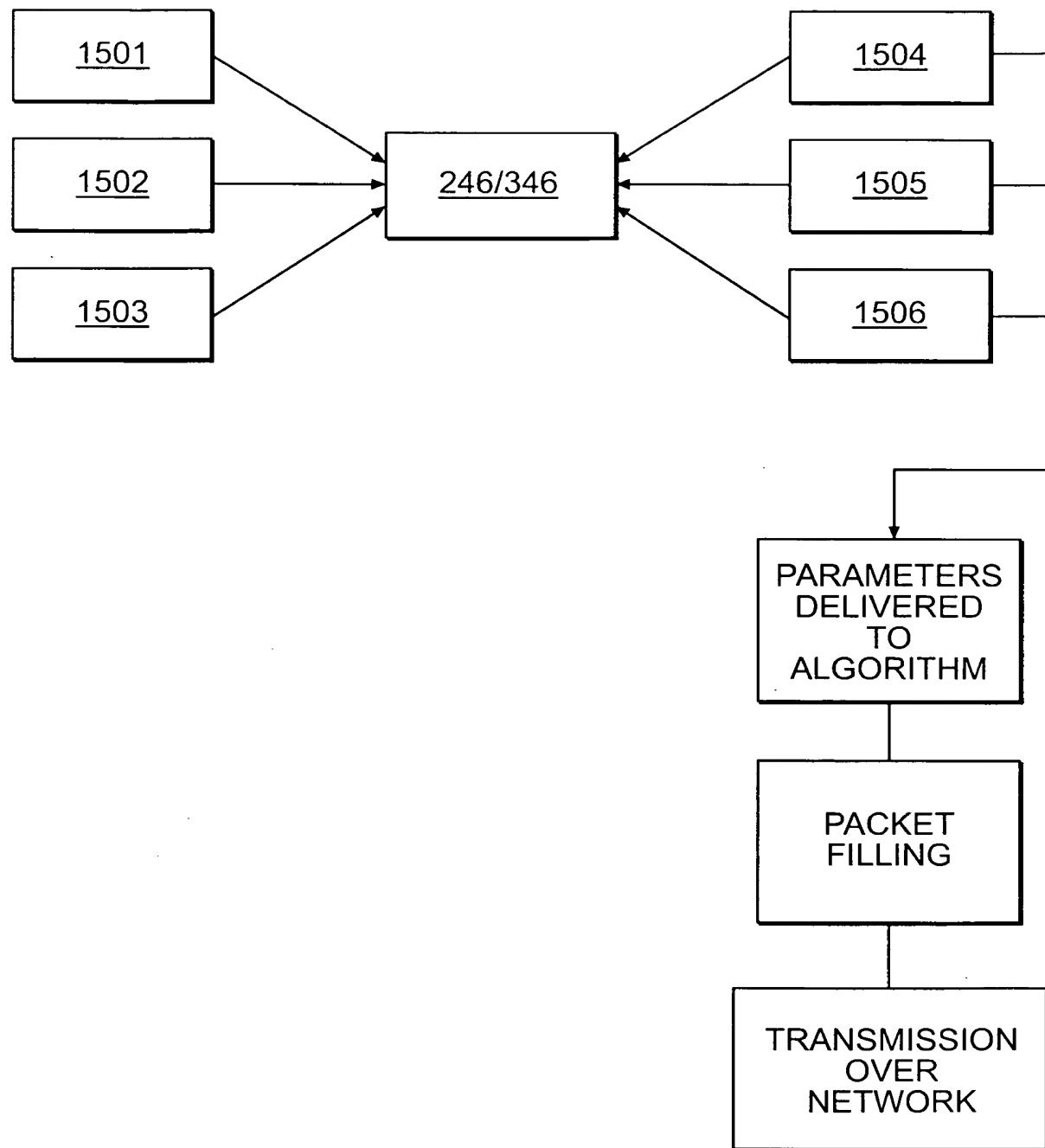
**FIG. 12**



**FIG. 13**



**FIG. 14**



**FIG. 15**